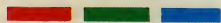


**Radio Shack**

TRS-80



COLOR  
COMPUTER

CAT. NO.  
26-3311



# raāka-tū<sup>TM</sup>

A 16K Adventure Game for  
the TRS-80 Color Computer

**Raaka-Tu<sup>TM</sup>**

**Radio Shack<sup>®</sup>**

A DIVISION OF TANDY CORPORATION  
FORT WORTH, TEXAS 76102

*Raaka-Tu Program:*  
© 1982 Robert Arnstein  
*Licensed to Tandy Corporation*  
*All Rights Reserved.*

*Raaka-Tu Program Manual:*  
© 1982 Tandy Corporation  
*All Rights Reserved.*

Reproduction or use, without express written permission from Tandy Corporation, or any portion of this manual is prohibited. While reasonable efforts have been taken in the preparation of this manual to assure its accuracy, Tandy Corporation assumes no liability resulting from any errors or omissions in this manual, or from the use of the information obtained herein.

Please refer to the Software License on the back cover of this manual for limitations on use and reproduction of this Software package.



## Introduction

You never thought that your PhD. project would send you to a remote corner of the world, but the research grant came through! You and your team of anthropologists began in India, sailing up the River Ghaghra where it departs from the Ganges. Last night, you entered Nepal on the river, but were forced to come aground when navigation was made impossible by the twisting, narrow stream.

For years now, there have been rumors of a civilization still existing somewhere on the fringe of the Himalayas, living as people lived thousands of years ago. Several expeditions have searched for the tribe of Khazhadim without success. Reports have filtered back of terrible tragedies — members of expeditions who disappeared without a trace, others who were found later, either dead or unable to recount what they had suffered at the hands of — what?

This morning looks like a good one to start exploring the area. After breakfast, you're planning to set out on foot, perhaps talk to a few natives for any information they might give you, and hire a guide. As you sip your coffee and scan a map of the region, one of your crew approaches, holding by the arm a wrinkled old native, dressed in long robes and wearing a headdress.

"Beware! Beware the temple of Raaka-Tu!" the old woman cries. "Do not go into the jungle — you will never get out!"

"We found her snuffing around outside the camp. She keeps yelling something about temples and gods, and 'Beware, beware!' " your photographer says. "She won't talk to anyone but you. Says she has to talk to the leader."

The old woman is seated beside you, where she unfolds an unbelievable story about the god Raaka-Tu and his temple of sacrifice. The woman tells of the treasure kept in the temple, the hideous monsters Raaka-Tu employs, and the Khazhadim who serve Raaka-Tu and guard his temple.

Though the woman will not consent to be your guide, she points a bony finger to the west, pleading with you one more time to turn back. Seeing that her efforts are useless, she rises, tracing a sign on your forehead for luck, and disappears into the undergrowth surrounding the camp.

At last . . . you have the key to finding the Khazhadim tribe, and much more. You don't want to alarm the group with the story the woman told you, yet you are anxious to begin the search. Extinguishing the fire with your coffee, you set off alone in the direction the woman pointed, and you are soon surrounded by the impenetrable jungle.

It's up to you now . . . good luck, and may the gods of the jungle smile upon you and grant you a safe journey.

Raaka-Tu is a challenging new adventure. It is a trip which can lead you to treasures and wealth, or to death. What you find depends on your skill in maneuvering and using the tools you can acquire.

Your computer will help you do what you need to survive your exploration of the realm of Raaka-Tu and get out alive. It recognizes a command you might give, like GO WEST or PULL THE LEVER. You don't have to limit yourself to two-word commands. You can PUT THE ----- UNDER THE -----, or LOOK IN something. Don't forget to press **(ENTER)** after you give the computer a command.

You earn points for each treasure you are able to find and return to your starting point in the jungle. If you fail to get the treasures back to your starting place, you'll receive less points than if you had been successful. To find out how many points you have at any time, type **(SCORE)** and press **(ENTER)**.

Since Raaka-Tu's domain is highly adventurous, you might occasionally forget where you are. If you become lost, just type **(LOOK)** and press **(ENTER)** to find out where you are. You can keep track of your progress by drawing a map of the temple as you play, showing directions to different locations, etc. To find out exactly what you're holding at the moment, type **(INVENTORY)** (short for Inventory) and press **(ENTER)**.

A word of warning: Raaka-Tu guards his possessions jealously. You could make a few monsters very angry and end up fighting fierce battles for rights to the treasures. Don't worry, though. You can always ATTACK THE ----- WITH -----!

## System Requirements

To experience Raaka-Tu, you will need a 16K or 32K TRS-80 Color Computer, a cassette recorder, and a color television. (You can use a black-and-white television).

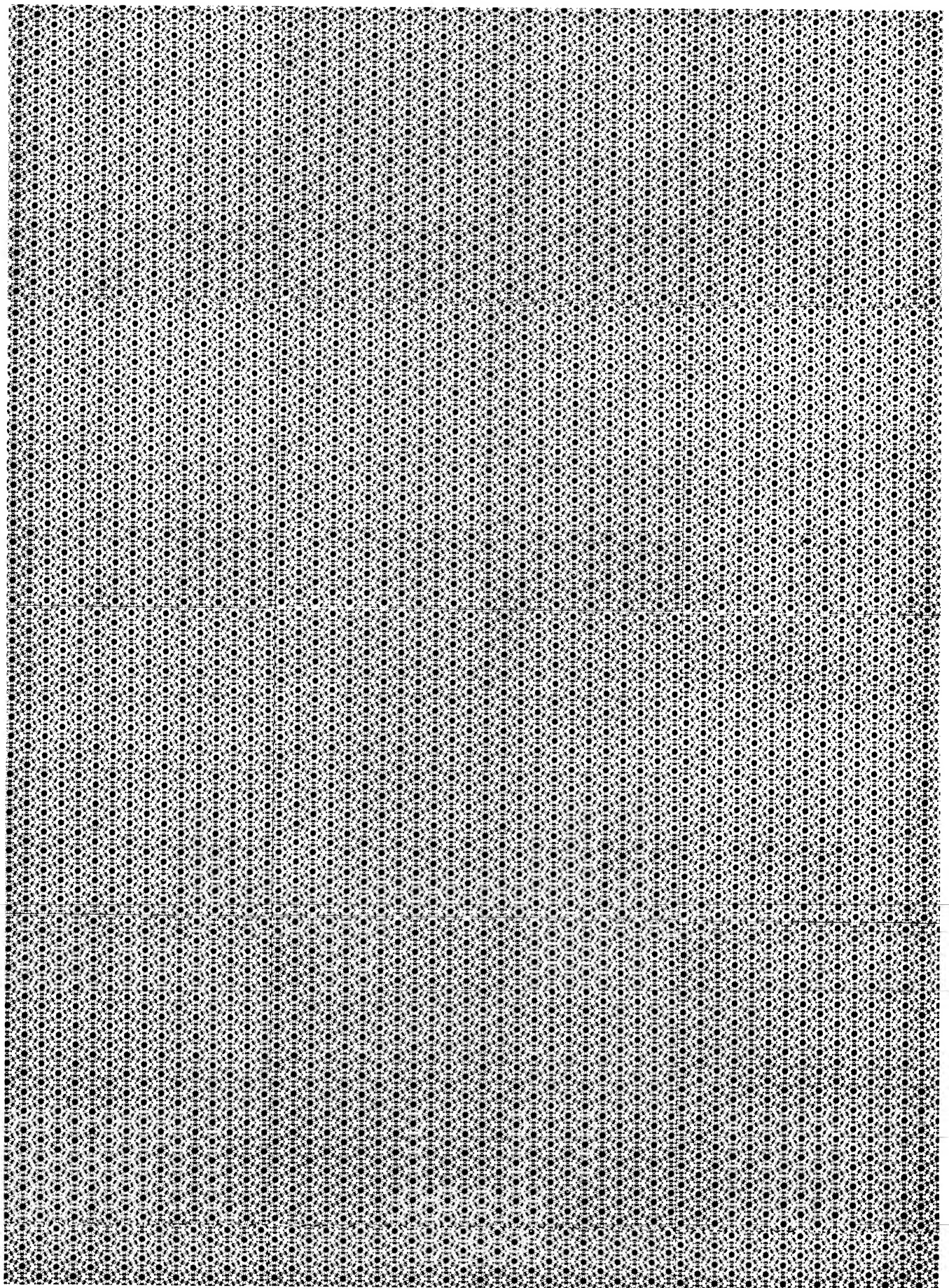
## Loading Instructions

Make sure your Color Computer is properly connected to the television. Connect the tape recorder to the Color Computer. Insert the tape into the cassette recorder and rewind the tape. Turn on the Color Computer and the television. Press "Play" on the tape recorder. Type **C L O A D M** and press **ENTER**. The program will load. You will know the program has loaded when you see the OK on the screen. Type **E X E C** and press **ENTER**. The screen will show:

YOU ARE IN A DENSE DARK  
DAMP JUNGLE.

## **FOR HOPELESS SITUATIONS ONLY!**

Inside are a few hints for you if you're a beginning explorer. Use them only if you are in an absolutely hopeless situation (for example, you've been killed 15 times before you even get inside the temple). Otherwise, depend on your own intuition and logic to help you through the hazards you encounter.





When you approach the temple, there is one thing that could give you real trouble — the squadron of guards who march constantly around the temple. When you see the guards, you should go back in the direction from which you came and WAIT for them to get out of your sight before you continue exploring. If you don't pay attention to them, you could end up in a very painful situation.

At another point before you enter the temple, there will be an object to find. If you do not carefully look at your surroundings, you'll never find it—once inside, you'll need the object to stay alive. Use your excellent climbing abilities (and a little help from nature's greenery) to scale the wall and get inside the temple.

Inside the temple, you'll see that one of the treasures is a bit difficult to get easily — the magic ring. Everytime you pick it up, you will be transported to another room. When you get the ring, drop it. Pick it up again, and you will be transported back to the room from whence you came in the first place! After this, NEVER drop the ring again.

A word of warning about the poisonous candle is in order here — use it with caution! Be aware that when you LIGHT it, it will have the same effect on YOU as it does on any other occupant of the room (for a good example, a GARGOYLE). Speed is very important — once the candle is lit, you must hurry out of the room, or else you won't live long enough to see daylight again. Once you have sufficiently recovered from the candle's immediate effects, you can return to the room and QUICKLY put out the candle.

These tips should help you over some difficult spots in the exploration. If you think in a logical manner, you shouldn't have any trouble getting out of the temple alive and wealthier than when you entered.

Good luck!

## IMPORTANT NOTICE

ALL RADIO SHACK COMPUTER PROGRAMS ARE LICENSED ON AN "AS IS" BASIS WITHOUT WARRANTY.

Radio Shack shall have no liability or responsibility to customer or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by computer equipment or programs sold by Radio Shack, including but not limited to any interruption of service, loss of business or anticipatory profits or consequential damages resulting from the use or operation of such computer or computer programs.

This Warranty gives the original purchaser specific legal rights, and the original purchaser may have other rights which vary from state to state.

## RADIO SHACK SOFTWARE LICENSE

A. Radio Shack grants to CUSTOMER a non-exclusive, paid up license to use on CUSTOMER'S computer the Radio Shack computer software received. Title to the media on which the software is recorded (cassette and/or disk) or stored (ROM) is transferred to the CUSTOMER, but not title to the software.

B. In consideration for this license, CUSTOMER, shall not reproduce copies of Radio Shack software except to reproduce the number of copies required for use on CUSTOMER'S computer (if the software allows a backup copy to be made,) and shall include Radio Shack's copyright notice on all copies of software reproduced in whole or in part.

C. CUSTOMER may resell Radio Shack's system and applications software (modified or not, in whole or in part), provided CUSTOMER has purchased one copy of the software for each one resold. The provisions of this software License (paragraphs A, B, and C) shall also be applicable to third parties purchasing such software from CUSTOMER.

**RADIO SHACK, A DIVISION OF TANDY CORPORATION**

**U.S.A.: FORT WORTH, TEXAS 76102**

**CANADA: BARRIE, ONTARIO L4M 4W5**

---

**TANDY CORPORATION**

**AUSTRALIA**

**280-316 VICTORIA ROAD  
RYDALMERE, N.S.W. 2116**

**BELGIUM**

**PARC INDUSTRIEL DE NANINNE  
5140 NANINNE**

**U.K.**

**BILSTON ROAD WEDNESBURY  
WEST MIDLANDS WS10 7JN**

**PRINTED IN U.S.A.**